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Altri autori (Persone)	BiechElaine
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Nota di contenuto	Trainer's Warehouse Book of Games: Fun and Energizing Ways to Enhance Learning; Contents; Preface; Appreciation; Section 1: What's Ahead; Chapter 1: Experiencing Learning: The Whys and Hows of Involving Participants; Using Experiential Learning Activities; Working with Serious Participants; Chapter 2: Setting the Stage for Playful Learning; Fiddle While You Work; Play Music to Set the Right Mood; Post Signs; Welcome Participants; Take More Breaks; Summary; Section 2: Training Tools and Techniques; Chapter 3: Openings; Getting to Know You Differently; You're a Superhero Fun Caps Versus Boring Tent CardsTopic Walk; Chapter 4: Icebreakers; Shake It Icebreaker; Red Light, Green Light; Tents Tell All-Myriad Uses for Table Tents; The Hats We Wear; Toys Are Us; Who's on My Team?; Press Conference; This Treasure Is Me; Chapter 5: Energizers; Non-Trash Trash Can; Call Me Princess Java; Surprise Info; Everybody Dance; Chapter 6: Participation Encouragement; I'm No Chicken Award; Share, Scratch, and Win; High Five; Rapid-Fire Review; Pick It Up!; Chapter 7: Comprehension and Retention; The Organic Quiz Show; Monster

MNEMONIC Maker; Continuous Learning Review

Chapter 8: Time and People Management Money for Trivia; Wheel of Consequences; Break Time-Roll the Dice!; Let's Return; Prize Roulette; The Chicken Rules; Cell Phone Attack; Chapter 9: Training Techniques; Magic Coloring Book; Name Tent Teams; Ticket Mixer to Assign Groups; Fiddle While You Learn; Music Makes the Training Go Round; Birthday Ball; Chapter 10: Rewards and Recognition; Team Challenge; Team Challenge Example: World Safety Cup Rules; You're a Star!; Wanna Deal or Not?; Chapter 11: Review of Knowledge and Skills; Koosh Ball Review; Stick'em Up Review; Content Relay; Goal Setter Game Alphabet Review Pleasure Island Review; Squeeze Play Course Review; Dartboard Learning Review; Whaddaya Know?; Bull's Eye Bowl; Is the Answer Correct?; Chapter 12: Closings; The Good Apple Award; Crazy, Cool, Creative Closing; "Peers Cheer Peers" Awards Ceremony; It's Your Choice; The Real Challenge; Section 3: Training and Consulting Topics; Chapter 13: Change Management; Change That Tune; Shaping Our Fortune; Chapter 14: Communication and Trust; The Power of Non-Verbals; Constructive Feedback Key Pointers; SNAP; Super Forts for Super Teams; Chapter 15: Creativity; Brainstorming 101 Creative Idea Generation Brainstorming Boost; Opposite Brains; Getting to Know You Feud; Chapter 16: Customer Service; Customers-Up Close and Personal; "Role" of the Die; Customer Styles Worksheet; Chapter 17: Organization Knowledge; The Good, the Bad, and the Ugly New Manager; Developing Core Values; Spinning the Organizational Culture; Organizational Lingo Crossword Puzzle; Chapter 18: Personal Development; See the Light to the Power of Positive Thinking; See the Light Mini-Assessment; See the Light Scoring Sheet; See the Light Debriefing Sheet; If Life Gives You Lemons . . .
If Life Gives You Lemons, Make the Best Lemonade You Can

Sommario/riassunto

Kick up your training sessions a notch! If you want to make group learning more fun and effective, this is the resource for you. Training expert Elaine Biech, author of *Training for Dummies*, challenged some of the world's best game designers to create never-before-seen games using popular training toys and tools from Trainer's Warehouse, the nation's leading supplier of learning resources. Whether you're a full-time workplace learning professional or occasional trainer, this collection contains the most ingenious and inventive collections of learning games. The collection uses a host of
